

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

at least one outcome associated with at least one of the symbols;

a symbol marker;

at least one path change condition associated with at least the first path, wherein the path change condition is selected from the group consisting of: (a) the symbol marker moving to a designated symbol on the first path at least twice, (b) the symbol marker moving to a designated type of symbol on the first path at least twice, and (c) the symbol marker completing at least two trips through the first path; and

a display device operable to display: (a) the first path, the second path and the symbols to a player upon an event associated with the game; (b) the symbol marker moving, on at least one occasion, from one of the symbols on the first path to another one of the symbols on the first path; (c) after the path change condition occurs in association with the first path, the symbol marker at one of the symbols on the second path; and (d) the symbol marker moving, on at least one occasion, from one of the symbols on the second path to another one of the symbols on the second path.

Claim 2 (original): The gaming device of Claim 1, wherein at least one of the first path and the second path is cyclical.

Claim 3 (original): The gaming device of Claim 1, wherein the outcome includes an award.

Claims 4 to 8 (canceled).

Claim 9 (currently amended): The gaming device of Claim 856, wherein the graphical representation includes an indicator positioned on or adjacent to the first or second path.

Claim 10 (currently amended): The gaming device of Claim 856, wherein the graphical representation includes an indicator positioned on or adjacent to each of the symbols of identical type.

Claim 11 (original): The gaming device of Claim 1, which has an electronic configuration operable to receive input through a network selected from the group consisting of a data network, a playing station network, a local area network, a wide area network and an internet.

Claim 12 (currently amended): A gaming device having a game operable upon a wager, the gaming device comprising:

- a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

- at least one outcome associated with at least one of the symbols;

- a symbol indicator operable to sequentially indicate a plurality of the symbols;

- at least one path change condition associated with at least the first path, wherein the path change condition is selected from the group consisting of: (a) the symbol indicator indicating one of the symbols on the first path at least twice, (b) the symbol indicator indicating a designated type of symbol on the first path at least twice, and (c) the symbol indicator indicating a plurality of symbols on the first path in at least two trips through the first path; and

- a display device operable to: (a) display the first path, the second path and the symbols to a player; (b) display the symbol indicator indicating one of the symbols on the first path; (c) display, after a first event occurs, the symbol indicator indicating a different one of the symbols on the first path; (d) display, after the path change condition occurs, the symbol indicator indicating one of the symbols on the second path; and (e) display, after a second event occurs, the symbol indicator indicating a different one of the symbols on the second path.

Claim 13 (original): The gaming device of Claim 12, wherein at least one of the first path and the second path is cyclical.

Claim 14 (original): The gaming device of Claim 12, wherein the outcome includes an award.

Claims 15 to 19 (canceled).

Claim 20 (currently amended): The gaming device of Claim ~~19~~58, wherein the graphical representation includes an indicator positioned on or adjacent to the first or second path.

Claim 21 (currently amended): The gaming device of Claim ~~19~~58, wherein the graphical representation includes an indicator positioned on or adjacent to each of the symbols of identical type.

Claim 22 (original): The gaming device of Claim 12, wherein the first event includes a player input, and the second event includes a player input.

Claim 23 (original): The gaming device of Claim 12, which has an electronic configuration operable to receive input through a network selected from the group consisting of a data network, a playing station network, a local area network, a wide area network and an internet.

Claim 24 (currently amended): A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols, the first path further including a plurality of identical type symbols;

at least one outcome associated with at least one of the symbols;

a path change condition associated with the first path, the path change condition including an association of a designated quantity of the identical type symbols with a change from the first path to the second path, wherein the designated quantity is at least two; and

a display device operable to: (a) display the first path, the second path and the symbols to a player; (b) graphically indicate one of the symbols on the first path; (c) graphically indicate one of the identical type symbols on the first path and maintain said indication for a period of time; (d) graphically indicate at least one of the other identical type symbols on the first path and maintain said indication for a period of time; and (e) graphically indicate one of the symbols on the second path after the path change condition occurs.

Claim 25 (original): The gaming device of Claim 24, wherein at least one of the first path and the second path is cyclical.

Claim 26 (original): The gaming device of Claim 24, wherein the outcome includes an award.

Claim 27 (canceled).

Claim 28 (original): The gaming device of Claim 24, which has an electronic configuration operable to receive input through a network selected from the group consisting of a data network, a playing station network, a local area network, a wide area network and an internet.

Claim 29 (currently amended): A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path;
- (c) displaying a plurality of symbols in a form of a second path;
- (d) displaying ~~the~~ a symbol marker, at least once, at one of the symbols on the first path and then at another one of the symbols on the first path;
- (e) enabling a path change condition to occur ~~by one~~ which is selected from the group consisting of:

- ~~(i) enabling the symbol marker to move to a designated symbol on the first path;~~
- ~~(ii)~~(i) enabling the symbol marker to move to one of the symbols on the first path a designated number of times, wherein the designated number of times is at least two;
- ~~(iii)~~(ii) enabling the symbol marker to move to a designated type of symbol on the first path a designated number of times, wherein the designated number of times is at least two;
- ~~(iv) enabling the symbol marker to move to a designated combination of symbols on the first path; and~~
- ~~(v)~~(iii) enabling the symbol marker to make a designated number of trips through the first path, wherein the designated number of trips is at least two;

- (f) displaying the symbol marker at one of the symbols on the second path after the path change condition occurs;
- (g) displaying the symbol marker, ~~on~~ at least once, at one of the symbols on the second path and then at another one of the symbols on the second path; and
- (h) providing to a player an outcome associated with at least one of the symbols.

Claim 30 (original): The method of Claim 29, wherein the step of displaying a plurality of symbols in a form of a first path includes the step of displaying said symbols in a form of a path which is cyclical.

Claim 31 (original): The method of Claim 29, wherein the step of displaying a plurality of symbols in a form of a second path includes the step of displaying said symbols in a form of a path which is cyclical.

Claim 32 (original): The method of Claim 29, wherein the step of displaying the symbol marker includes the step of displaying a graphical representation which indicates to the player how many symbols the symbol marker has moved to.

Claim 33 (original): The method of Claim 32, wherein the step of displaying the graphical representation includes the step of displaying an indicator positioned on or adjacent to the first or second path.

Claim 34 (canceled).

Claim 35 (original): The method of Claim 29, wherein the step of providing to a player an outcome includes the step of providing an award.

Claim 36 (currently amended): A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path;
- (c) displaying a plurality of symbols in a form of a second path;
- (d) indicating one of the symbols on the first path;
- (e) enabling a first event to occur;
- (f) indicating a different one of the symbols on the first path;
- (g) enabling a path change condition to occur which is selected from the group consisting of:

~~(i) — determining a designated symbol on the first path;~~

~~(ii)~~(i) determining one of the symbols on the first path a designated number of times, wherein the designated number of times is at least two;

~~(iii)~~(ii) determining a designated type of symbol on the first path a designated number of times, wherein the designated number of times is at least two;

- ~~(iv) — determining a designated combination of symbols on the first path;~~
- and
- ~~(v)(iii)~~ determining a designated number of trips through the first path,
wherein the designated number of trips is at least two;
- (h) indicating one of the symbols on the second path after the path change condition occurs;
- (i) enabling a second event to occur;
- (j) indicating a different one of the symbols on the second path; and
- (k) providing to a player an outcome associated with at least one of the symbols.

Claim 37 (original): The method of Claim 36, wherein the step of displaying a plurality of symbols in a form of a first path includes the step of displaying said symbols in a form of a path which is cyclical.

Claim 38 (original): The method of Claim 36, wherein the step of displaying a plurality of symbols in a form of a second path includes the step of displaying said symbols in a form of a path which is cyclical.

Claim 39 (original): The method of Claim 36, wherein the step of enabling a first event to occur includes the step of enabling a player input to occur.

Claim 40 (canceled).

Claim 41 (original): The method of Claim 36, wherein the step of enabling a path change condition to occur includes the step of indicating a designated quantity of symbols on the first path which are identical in type.

Claim 42 (original): The method of Claim 36, wherein the step of enabling a second event to occur includes the step of enabling the player to make an input.

Claim 43 (original): The method of Claim 36, wherein the step of providing to a player an outcome includes the step of providing an award.

Claim 44 (currently amended): A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path, the symbols including a plurality of identical type symbols;
- (c) displaying a plurality of symbols in a form of a second path;
- (d) indicating one of the symbols on the first path;
- (e) enabling a first event to occur;
- (f) indicating at least two of the identical type symbols on the first path and maintaining said indication for a period of time;
- (g) enabling a second event to occur;
- (h) indicating at least one of the other identical type symbols on the first path and maintaining said indication for a period of time;
- (i) indicating one of the symbols on the second path if at least two identical type symbols on the first path have been indicated; and
- (j) providing to a player an outcome associated with at least one of the symbols.

Claim 45 (original): The method of Claim 44, wherein the step of displaying a plurality of symbols in a form of a first path includes the step of displaying said symbols in a form of a path which is cyclical.

Claim 46 (original): The method of Claim 44, wherein the step of displaying a plurality of symbols in a form of a second path includes the step of displaying said symbols in a form of a path which is cyclical.

Claim 47 (original): The method of Claim 44, wherein the step of enabling a first event to occur includes the step of enabling a player input to occur.

Claim 48 (original): The method of Claim 44, wherein the step of enabling a second event to occur includes the step of enabling the player to make an input.

Claim 49 (original): The method of Claim 44, wherein the step of providing to a player an outcome includes the step of providing an award.

Claim 50 (original): A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) triggering the game;
- (b) displaying at least a first path including a plurality of symbols;
- (c) causing a symbol marker to visit at least one of the symbols on the first path;
- (d) indicating to a player a quantity of designated symbols on the first path which have been visited by the symbol marker; and
- (e) causing the symbol marker to move to a second path having a plurality of second symbols when the symbol marker visits: (i) one or more of the designated symbols more than once; or (ii) more than one designated symbol in the first path.

Claim 51 (original): The method of Claim 50, wherein the step of triggering a game includes the step of triggering a primary game or a bonus game.

Claim 52 (original): The method of Claim 50, wherein the step of displaying at least a first path includes the step of displaying a path which is cyclical.

Claim 53 (original): The method of Claim 50, wherein the step of causing the symbol marker to visit at least one of the symbols on the first path includes the step of indicating at least one of the symbols on the first path.

Claim 54 (original): The method of Claim 50, wherein the step of causing the symbol marker to move to a second path includes the step of indicating a symbol on the second path.

Claim 55 (new): A gaming device having a game operable upon a wager, the gaming device comprising:

- a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

- at least one outcome associated with at least one of the symbols;

- a symbol marker, which includes a graphical representation which indicates to the player how many symbols of the identical type the symbol marker has moved to;

- at least one path change condition associated with at least the first path, wherein the path change condition occurs upon the symbol marker moving to a designated quantity of symbols on the first path which are identical in type; and

- a display device operable to display: (a) the first path, the second path and the symbols to a player upon an event associated with the game; (b) the symbol marker moving, on at least one occasion, from one of the symbols on the first path to another one of the symbols on the first path; (c) after the path change condition occurs in association with the first path, the symbol marker at one of the symbols on the second path; and (d) the symbol marker moving, on at least one occasion, from one of the symbols on the second path to another one of the symbols on the second path.

Claim 56 (new): A gaming device having a game operable upon a wager, the gaming device comprising:

- a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

- at least one outcome associated with at least one of the symbols;

- a symbol marker;

- at least one path change condition associated with at least the first path, wherein the path condition occurs upon the symbol marker moving to a designated quantity of symbols on the first path which are identical in type; and

- a display device operable to display: (a) the first path, the second path and the symbols to a player upon an event associated with the game; (b) the symbol marker moving, on at least one occasion, from one of the symbols on the first path to another one of the symbols on the first path; (c) a graphical representation which indicates to the player how many symbols of the identical type the symbol marker has moved to; (d) after the path change condition occurs in association with the first path, the symbol marker at one of the symbols on the second path; and (e) the symbol marker moving, on at least one occasion, from one of the symbols on the second path to another one of the symbols on the second path.

Claim 57 (new): A gaming device having a game operable upon a wager, the gaming device comprising:

- a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

- at least one outcome associated with at least one of the symbols;

- a symbol indicator operable to sequentially indicate a plurality of the symbols, wherein the symbol indicator includes a graphical representation which indicates to the player how many symbols of the identical type the symbol indicator has moved to;

- at least one path change condition associated with at least the first path, wherein the path change condition occurs upon the symbol indicator indicating a designated quantity of symbols on the first path which are identical in type; and

- a display device operable to: (a) display the first path, the second path and the symbols to a player; (b) display the symbol indicator indicating one of the symbols on the first path; (c) display, after a first event occurs, the symbol indicator indicating a different one of the symbols on the first path; (d) display, after the path change condition occurs, the symbol indicator indicating one of the symbols on the second path; and (e) display, after a second event occurs, the symbol indicator indicating a different one of the symbols on the second path.

Claim 58 (new): A gaming device having a game operable upon a wager, the gaming device comprising:

- a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

- at least one outcome associated with at least one of the symbols;

- a symbol indicator operable to sequentially indicate a plurality of the symbols;

- at least one path change condition associated with at least the first path, wherein the path change condition occurs upon the symbol indicator indicating a designated quantity of symbols on the first path which are identical in type; and

- a display device operable to: (a) display the first path, the second path and the symbols to a player; (b) display the symbol indicator indicating one of the symbols on the first path; (c) display, after a first event occurs, the symbol indicator indicating a different one of the symbols on the first path; (d) display a graphical representation which indicates to the player how many symbols of the identical type the symbol indicator has moved to; (e) display, after the path change condition occurs, the symbol indicator indicating one of the symbols on the second path; and (f) display, after a second event occurs, the symbol indicator indicating a different one of the symbols on the second path.

Claim 59 (new): A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path;
- (c) displaying a plurality of symbols in a form of a second path;
- (d) displaying the symbol marker, at least once, at one of the symbols on the first path and then at another one of the symbols on the first path, wherein displaying the symbol marker includes displaying a graphical representation which indicates to the player how many symbols the symbol marker has moved to, wherein displaying the graphical representation includes displaying an indicator positioned on or adjacent to each of the symbols of identical type;
- (e) enabling a path change condition to occur which is selected from the group consisting of:
 - (i) enabling the symbol marker to move to a designated symbol on the first path;
 - (ii) enabling the symbol marker to move to one of the symbols on the first path a designated number of times;
 - (iii) enabling the symbol marker to move to a designated type of symbol on the first path a designated number of times;
 - (iv) enabling the symbol marker to move to a designated combination of symbols on the first path; and
 - (v) enabling the symbol marker to make a designated number of trips through the first path;

- (f) displaying the symbol marker at one of the symbols on the second path after the path change condition occurs;
- (g) displaying the symbol marker, on at least once, at one of the symbols on the second path and then at another one of the symbols on the second path; and
- (h) providing to a player an outcome associated with at least one of the symbols.